

Status of the Claims

1-6. (cancelled)

7. (previously presented) A method of playing a wagering game comprising:

providing a first group of dice and a second group of dice,  
each die having a plurality of possible roll outcomes  
wherein each roll outcome represents a particular numerical  
value;

providing a player with an opportunity to make a wager on at  
least one number that is in a predetermined group of  
numbers;

providing a player with an opportunity to make an additional  
wager on at least one of a plurality of possible  
combinations of roll outcomes that can result from either a  
roll of the first group of dice or a roll of both the first  
and second groups of dice;

rolling the first group of dice;

summing the numerical values represented by the roll outcomes of the dice in the rolled first group of dice to produce a first sum;

paying winnings based on any wagers on a number in the predetermined group of numbers that is equal to the first sum;

combining the roll outcomes of all of the dice of the rolled first group of dice to arrive at a first resulting combination of roll outcomes;

paying winnings based on wagers on the one of the plurality of possible combinations of roll outcomes if the first resulting combination of roll outcomes corresponds to the one of the plurality of possible combinations of roll outcomes;

rolling the second group of dice;

summing the numerical values of the roll outcomes of the dice in the rolled second group of dice to produce a second sum;

paying winnings based on wagers on a number in the  
predetermined group of numbers that is equal to the second  
sum;

combining the roll outcomes of all the dice of the rolled  
second group of dice to arrive at a second resulting  
combination of roll outcomes;

paying winnings based on wagers on the one of the plurality of  
possible combinations of roll outcomes if the second  
resulting combination of roll outcomes corresponds to the  
one of the plurality of possible combinations of roll  
outcomes;

summing the first and second sums to produce a total sum;

paying winnings based on wagers on a number in the  
predetermined group of numbers that is equal to the total  
sum;

combining the roll outcomes of all of the dice in the rolled  
first and second groups of dice to arrive at a third

resulting combination of roll outcomes; and

paying winnings based on wagers on the one of the possible combinations of roll outcomes if the third resulting combination of roll outcomes corresponds to the one of the plurality of possible combinations of roll outcomes.

8. (previously presented) The method according to claim 7 wherein the predetermined group of numbers comprises the group of numbers between 3 and 35, inclusive.

9. (previously presented) The method according to claim 7 wherein the predetermined group of numbers comprises the group of numbers associated with the game of roulette.

10. (previously presented) The method according to claim 7 wherein the dice in the first group of dice are visually distinguishable from the dice in the second group of dice.

11. (previously presented) The method according to claim 10 wherein each die in the first group of dice has a first color and each die in the second group of dice has a second color.

12. (previously presented) The method according to claim 10 wherein each die in the first group of dice has a first design and each die in the second group of dice has a second design that is different than the first design.

13. (previously presented) The method according to claim 7 wherein all dice are configured as physical dice.

14. (previously presented) The method according to claim 7 wherein each die comprises a simulated die.

15. (previously presented) The method according to claim 7 wherein the step of providing the first and second groups of dice comprises providing an electronic device comprising a first plurality of electronic dice that represent the first group of dice and a second plurality of electronic dice that represent the second group of dice, the electronic device further including a device to enable players to roll the electronic dice.

16. (previously presented) The method according to claim 7 wherein one of the possible combinations of roll outcomes corresponds to a poker-like hand of three-of-a-kind wherein

three dice have the same roll outcome.

17. (previously presented) The method according to claim 7 wherein one of the possible combinations of roll outcomes corresponds to a poker-like hand of four-of-a-kind wherein four dice have the same roll outcome.

18. (previously presented) The method according to claim 7 wherein one of the possible combinations of roll outcomes corresponds to a poker-like hand of five-of-a-kind wherein five dice have the same roll outcome.

19. (previously presented) The method according to claim 7 wherein one of the possible combinations of roll outcomes corresponds to a poker-like hand of a straight wherein the dice have roll outcomes in numerical order.

20. (previously presented) The method according to claim 7 wherein one of the possible combinations of roll outcomes corresponds to a poker-like hand of three pairs wherein each die in a first pair of dice has a first roll outcome, each die in a second pair of dice has a second roll outcome, and each die in a third pair of dice has a third roll outcome.

21. (previously presented) The method according to claim 7 wherein one of the possible combinations of roll outcomes corresponds to a poker-like hand of six-of-a-kind wherein six dice have the same roll outcome.

22. (previously presented) The method according to claim 21 further comprising:

forming a progressive pot by accumulating lost wagers wagered on the occurrence of a combination of roll outcomes that corresponds to the poker-like hand of six-of-a-kind; and

paying to a player the progressive pot if that player has wagered on the occurrence of a combination of roll outcomes that corresponds to the poker-like hand of six-of-a-kind and the resulting combination of roll outcomes does correspond to the poker-like hand of six-of-a-kind.

23. (previously presented) The method according to claim 21 wherein one of the possible combinations of roll outcomes is six dice all having a roll outcome with the numerical value of six.

24. (previously presented) The method according to claim 23 further comprising:

forming a progressive pot by accumulating lost wagers wagered on the occurrence of a combination of roll outcomes defined by all six dice having a roll outcome with the numerical value of six; and

paying to a player the progressive pot if that player has wagered on the occurrence of a combination of roll outcomes defined by all six dice having a roll outcome with the numerical value of six and the resulting combination of roll outcomes does yield six dice all having the numerical value of six.

25. (previously presented) The method according to claim 7 further comprising providing a player with an opportunity to make additional wagers after the first group of dice are rolled.

26. (previously presented) The method according to claim 7 wherein the first group of dice comprises three dice and the second group of dice comprises three dice.



27. (previously presented) A method of playing a wagering game, comprising:

providing a first group of dice and a second group of dice,  
each die having a plurality of possible roll outcomes  
wherein each roll outcome represents a particular numerical  
value;

providing a player with an opportunity to make a wager on at  
least one number that is in a predetermined group of  
numbers;

providing a player with an opportunity to make an additional  
wager on at least one of a plurality of possible  
combinations of roll outcomes that could result from either  
a roll of the first group of dice or a roll of both the  
first and second groups of dice;

rolling the first group of dice;

summing the numerical values represented by the roll outcomes  
of the dice in the rolled first group of dice to produce a  
first sum;

paying winnings based on any wagers on a number in the  
predetermined group of numbers that is equal to the first  
sum;

combining the roll outcomes of the rolled first group of dice  
to arrive at a first resulting combination of roll outcomes  
and paying winnings based on wagers on the one of the  
plurality of possible combinations of roll outcomes that  
corresponds to the first resulting combination of roll  
outcomes;

rolling the second group of dice;

summing the numerical values of the roll outcomes of the dice  
in the rolled second group of dice to produce a second sum;

paying winnings based on wagers on a number in the  
predetermined group of numbers that is equal to the second  
sum;

combining the roll outcomes of the rolled second group of dice  
to arrive at a second resulting combination of roll

outcomes and paying winnings based on wagers on the one of the plurality of possible combinations of roll outcomes that corresponds to the second resulting combination of roll outcomes;

summing the first and second sums to produce a total sum;

paying winnings based on wagers on a number in the predetermined group of numbers that is equal to the total sum; and

combining the roll outcomes of all of the dice in the rolled first and second groups of dice to arrive at a third resulting combination of roll outcomes and paying winnings based on wagers on the one of the plurality of possible combinations of roll outcomes that corresponds to the third resulting combination of roll outcomes.

28-36. (cancelled)

37. (previously presented) A method of playing a wagering game, comprising:

providing a first group of simulated dice and a second group of simulated dice, each simulated die having a plurality of possible roll outcomes wherein each roll outcome represents a particular numerical value;

providing a number that is in a predetermined group of numbers and a first wager that corresponds to the first number;

providing at least one of a plurality of possible combinations of roll outcomes that can result from either a roll of the first group of simulated dice or a roll of both the first and second simulated groups of dice and a second wager that corresponds to the at least one of a plurality of possible combinations of roll outcomes;

simulating rolling the first group of simulated dice;

providing a first sum that is equal to the sum of the numerical values represented by the roll outcomes of the simulated dice in the rolled first group of simulated dice;

awarding winnings to a player based on the provided first  
wager if the provided number is equal to the first sum;

combining the roll outcomes of all of the simulated dice of  
the rolled first group of simulated dice to arrive at a  
first resulting combination of roll outcomes;

awarding winnings to a player based on the provided second  
wager if the at least one of a plurality of possible  
combinations of roll outcomes is the same as the first  
resulting combination of roll outcomes;

simulating rolling the second group of simulated dice;

providing a second sum that is equal to the sum of the  
numerical values of the roll outcomes of the simulated dice  
in the rolled second group of simulated dice;

awarding winnings to a player based on the provided first  
wager if the provided number is equal to the second sum;

combining the roll outcomes of all the simulated dice of the

rolled second group of simulated dice to arrive at a second  
resulting combination of roll outcomes;

awarding winnings to a player based on the provided second  
wager if the at least one of the plurality of possible  
combinations of roll outcomes is the same as the second  
resulting combination of roll outcomes;

providing a total sum that is equal to the first and second  
sums;

paying winnings based on the provided first wager if the  
provided number is equal to the total sum;

combining the roll outcomes of all of the simulated dice in  
the rolled first and second groups of simulated dice to  
arrive at a third resulting combination of roll outcomes;  
and

awarding winnings to a player based on the provided second  
wager if the at least one of the plurality of possible  
combinations of roll outcomes is the same as the third  
resulting combination of roll outcomes.

38. (previously presented) The method according to claim 37 wherein the predetermined group of numbers comprises numbers between 3 and 35, inclusive.

39. (previously presented) The method according to claim 37 wherein one of the possible combinations of roll outcomes corresponds to a poker-like hand of three-of-a-kind wherein three simulated dice have the same roll outcome.

40. (previously presented) The method according to claim 37 wherein one of the possible combinations of roll outcomes corresponds to a poker-like hand of four-of-a-kind wherein four simulated dice have the same roll outcome.

41. (previously presented) The method according to claim 37 wherein one of the possible combinations of roll outcomes corresponds to a poker-like hand of five-of-a-kind wherein five simulated dice have the same roll outcome.

42. (previously presented) The method according to claim 37 wherein one of the possible combinations of roll outcomes corresponds to a poker-like hand of a straight wherein the simulated dice have roll outcomes in numerical order.

43. (previously presented) The method according to claim 37 wherein one of the possible combinations of roll outcomes corresponds to a poker-like hand of three pairs wherein each simulated die in a first pair of simulated dice has a first roll outcome, each simulated die in a second pair of simulated dice has a second roll outcome, and each simulated die in a third pair of simulated dice has a third roll outcome.

44. (previously presented) The method according to claim 37 wherein one of the possible combinations of roll outcomes corresponds to a poker-like hand of six-of-a-kind wherein six simulated dice have the same roll outcome.

45. (previously presented) The method according to claim 37 wherein one of the possible combinations of roll outcomes is six simulated dice all having a roll outcome with the numerical value of six.